

What is claimed is:

1. A method of interactive gaming comprising the steps of

a. transmitting a gaming portal from a gaming system to a plurality of users via a first communications network;

5 b. initiating a game from the gaming portal;

c. submitting a user identification;

d. generating a plurality of questions for a skill level;

e. initiating a question answer sequence;

10 f. incrementing through the plurality of questions while progressing through the question answer sequence;

g. incrementing the skill level upon completion of the question answer sequence for the plurality of questions;

h. iteratively repeating steps c-f until at least one of a user exits the game and each skill level is complete;

15 i. calculating a time based score component for each skill level;

j. calculating a bonus score component for each skill level;

k. summing the time based score component and the bonus score component in order to determine a total level score for each skill level;

20 l. calculating a real time total user score associated with the results of the question answer sequence by summing the total level score for each skill level completed by the user;

m. transmitting the real time total user score to the gaming system via a second communications network; and

n. transmitting a ranking of the real time total user scores for each user via the first communications network.

2. The method of interactive gaming according claim 1, where the step i, calculating a time base component, includes the steps of:

5 1) recording a total time to submit an answer to a question of the plurality of questions;

 2) calculating an output score for said question based upon a ratio of the total time to submit an answer over a total time allotted to compete a question on the respective skill level;

10 3) summing the output scores for each question of the plurality of questions and outputting a question sum total; and

 4) multiplying a question sum total times a skill level factor times a base question score.

3. The method of interactive gaming according claim 1, where the step j, calculating a bonus score component, includes the steps of:

15 1) incrementing a total number of questions asked $Q(i)_{\text{asked}}$ by 1 for each iteration of the question answer sequence;

 2) incrementing a total number of questions correct $Q(i)_{\text{correct}}$ by 1 for each correct answer supplied by the user;

20 3) calculating a percentage correct based upon the ratio of $Q(i)_{\text{correct}}$ over $Q(i)_{\text{asked}}$;

 4) multiplying the percentage correct time a skill level factor times a base level bonus.

4. The method of interactive gaming according claim 1, where the step b, initiating a game, includes the steps of:

1) initiating communication with the gaming portal over the communications network;

5 2) selecting a game from a plurality of games accessible through the gaming portal; and

3) transmitting a gaming application and a database of questions associated with the gaming application.

5. The method of interactive gaming according claim 1, where the step d, generating a plurality of questions, includes the steps of:

10 1) collecting and selectively storing a plurality of system questions on a question database residing on the gaming system where step of selectively storing includes

a. associating each question of said plurality of system questions with a skill level for a gaming application; and

15 2) transmitting a portion of said plurality of system questions to a user upon request.

6. The method of interactive gaming according claim 1, where the step e, initiating a question answer sequence, includes the steps of:

1) activating a gaming application residing on a user controlled device;

20 2) reviewing a question on a user output device; and

3) inputting an answer using a user input device.

7. The method of interactive gaming according to claim 1, further including the steps of:

a. maintaining a question database within the gaming system;

- b. supplementing the question database with new questions; and
- c. constantly receiving new questions for completing the step of supplementing the question database.

8. A system for interactive gaming comprising:

- 5 a central broadcast center transmitting signals over a first communications network;
- a gaming system residing within the central broadcast center;
- a plurality of users who access the gaming system via the first communication network;
- 10 a plurality of games accessible through the gaming system;
- a scoring protocol associated with the plurality of games, where the scoring protocol provides real time scoring data transmitting from the plurality of users back to the gaming system via a second communication network.

9. The system for interactive gaming according to claim 8 where said gaming system comprises:

- 15 a gaming application associated with each of the plurality of games;
- a dynamic question database;
- a plurality of questions residing on the dynamic question database;
- a user score database;
- 20 a plurality of dynamic user scores residing in the user score database;
- a real-time update server where the real-time update server receives and transmits data and gaming applications; and

an uplink server, where the uplink server receives transmissions from the real-time update server and transmits signals via the first communications network.

10. The system for interactive gaming according to claim 9 further comprising:

5 a user reception device that receives signals from the uplink server via the first communication and transmits signals to the gaming system via a second communications network.

11. The system for interactive gaming according to claim 10 where the user reception device includes:

a user question database; and

10 a user gaming application, where the user reception device transmits signals to a user output device and receives signals from a user input device.

12. The system for interactive gaming according to claim 8 where the scoring protocol includes:

a time based component; and

15 a bonus score component, where the time based component and the bonus score component depend upon a plurality of scoring factors.

13. The system for interactive gaming according to claim 12, where the time based component comprises:

a total time to submit an answer to a question;

20 a total time allotted to submit an answer to a question;
an output score for each question based upon the total time to submit an answer to a question and the total time allotted to submit an answer to a question; and

a summation of the output score for each question where the summation is multiplied by a tally base score and a level factor in order to determine the time based component

14. The system for interactive gaming according to claim 12, where the bonus score
5 component comprises:

a total number of questions queried;

a total number of correct answers; and

a correct percentage based upon a ratio of number of correct answers to
number of questions queried, where the correct percentage is multiplied by a bonus
10 base level and a level factor in order to determine the bonus score component.